

## Grade 2: Unit 1 Computer Fundamentals

TOPIC	October	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Working Online	8.1.2.D.1	Whole Group	Discussion	30
	Week 2	Following Computer Rules	8.1.2.D.1	Work Stations	Journal	20
	Week 3	Lab Rules Sign	8.1.2.D.1	Work Stations	Journal	30
		Safe Site Strategies	8.1.2.D.1	Whole Group	Discussion	30
	Week 4	Open Communication	8.1.2.D.1	Whole Group	Discussion	30

## Grade 2: Unit 2 Computer Fundamentals

TOPIC	November	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Processor and I/O Devices	8.1.2.A.1	Work Stations	Lesson	9
		Computer Parts Memory	8.1.2.A.1	Work Stations	Journal	25
	Week 2	Symbols of Technology	8.1.2.A.1	Work Stations	Lesson	12
	Week 3	Data Storage	8.1.2.A.1	Work Stations	Lesson	7
		Data Storage Memory	8.1.2.A.1	Work Stations	Journal	30
	Week 4	Printer	8.1.2.A.1	Work Stations	Lesson	9
		Scanner	8.1.2.A.1	Whole Group	Lesson	6

## Grade 2: Unit 3 Computer Fundamentals

TOPIC	December	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Desktop	8.1.2.A.1	Whole Group	Lesson	12
		Desktop	8.1.2.A.1	Work Stations	Lesson	12
	Week 2	Windows and Controls	8.1.2.A.1	Whole Group	Lesson	12
		Windows and Controls	8.1.2.A.1	Work Stations	Lesson	12
	Week 3	Toolbars and Menus	8.1.2.A.1	Whole Group	Lesson	12
		Toolbars and Menus	8.1.2.A.1	Work Stations	Lesson	12
	Week 4	Software	8.1.2.A.1	Whole Group	Lesson	12
		Software	8.1.2.A.1	Work Stations	Lesson	12

## Grade 2: Unit 4 Computer Fundamentals & Keyboarding

TOPIC	January	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Math Video	8.1.2.A.2	Whole Group	Journal	60
		Math Video	8.1.2.A.2	Small Group	Journal	60
Keyboarding	Week 2	Touch Keyboarding	8.1.2.A.2	Whole Group	Discussion	30
	Week 3	Home Row	8.1.2.A.2	Whole Group	Lesson	13
		Home Row	8.1.2.A.2	Work Stations	Lesson	13
	Week 4	Upper Row	8.1.2.A.2	Whole Group	Lesson	14
Upper Row		8.1.2.A.2	Work Stations	Lesson	14	

## Grade 2: Unit 5 Keyboarding

TOPIC	February	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Keyboarding	Week 1	Lower Row	8.1.2.A.2	Whole Group	Lesson	13
		Lower Row	8.1.2.A.2	Work Stations	Lesson	13
	Week 2	Number Row	8.1.2.A.2	Whole Group	Lesson	12
		Number Row	8.1.2.A.2	Work Stations	Lesson	12
	Week 3	Shift Key	8.1.2.A.2	Whole Group	Lesson	22
		Shift Key	8.1.2.A.2	Work Stations	Lesson	22
	Week 4	Drill 1	8.1.2.A.2	Whole Group	Game	12
		Drill 1	8.1.2.A.2	Work Stations	Game	12

## Grade 2: Unit 6 Word Processing

TOPIC	March	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Basic Design	8.1.2.A.2	Whole Group	Discussion	30
		Creating Documents	8.1.2.B.1	Whole Group	Lesson	12
Word Processing	Week 2	Creating Documents	8.1.2.B.1	Work Stations	Lesson	12
		Correcting Words	8.1.2.B.1	Whole Group	Journal	20
	Week 3	Correcting Words	8.1.2.B.1	Work Stations	Journal	20
		Formatting Text	8.1.2.B.1	Work Stations	Lesson	15
	Week 4	Ride Across America	8.1.2.B.1	Whole Group	Journal	30
		Grammar Safari	8.1.2.B.1	Work Stations	Journal	30

## Grade 2: Unit 7 Visual Mapping

TOPIC	April	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Visual Mapping	Week 1	Grouping and Labeling	8.1.2.A.5	Whole Group	Lesson	12
		Grouping and Labeling	8.1.2.A.5	Work Stations	Lesson	12
	Week 2	Sorting Sets	8.1.2.A.5	Whole Group	Journal	30
		Sorting Sets	8.1.2.A.5	Work Stations	Journal	30
	Week 3	Attributes and Linking	8.1.2.A.5	Whole Group	Lesson	12
		Attributes and Linking	8.1.2.A.5	Work Stations	Lesson	12
	Week 4	Reading Visual Maps	8.1.2.A.5	Whole Group	Lesson	60

## Grade 2: Unit 8 Computer Fundamentals

TOPIC	May	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Netiquette and Cyber-Bullying	8.1.2.D.1	Whole Group	Discussion	30
	Week 2	Safe Site Strategies	8.1.2.D.1	Whole Group	Discussion	30
	Week 3	Open Communication	8.1.2.D.1	Whole Group	Discussion	30
	Week 4	Catch up & Review - Revisiting these computer fundamentals brings students' learning full circle and sets the stage for a safe summer of computer discovery.				



## GRADE 2

	A B C D E	Lesson
<b>Code</b>	<b>Standard</b>	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Acceptable Use Policies	Discussion
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
	Acts of Kindness	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	

4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Animal Research Spreadsheet	Journal
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**Code**                      **Standard**

1.b.	Create original works as a means of personal or group expression.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Animal Story	Journal
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**Code**                      **Standard**

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.

	Attributes and Linking	Lesson
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**Code**                      **Standard**

1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Audience and Media	Discussion
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**Code**                      **Standard**

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Audience and Organization

Lesson

Code

Standard

1.b. Create original works as a means of personal or group expression.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

4.b. Plan and manage activities to develop a solution or complete a project.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Bar Graphs

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

1.c. Use models and simulations to explore complex systems and issues.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3.a. Plan strategies to guide inquiry.

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

3.d. Process data and report results.

4.b. Plan and manage activities to develop a solution or complete a project.

4.c. Collect and analyze data to identify solutions and/or make informed decisions.

5.a. Advocate and practice safe, legal, and responsible use of information and

	technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Basic Components	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Basic Design	Discussion
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Beginning Sounds	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	

2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Better Safe than Sorry	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Birth Certificate	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Book Report Progress

Journal

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

3.d. Process data and report results.

4.c. Collect and analyze data to identify solutions and/or make informed decisions.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Browsing and URLs

Lesson

Code

Standard

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

3.d. Process data and report results.

4.c. Collect and analyze data to identify solutions and/or make informed decisions.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.b. Select and use applications effectively and productively.

Brushes and Lines

Lesson

Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 1.b. Create original works as a means of personal or group expression.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

	Cell Formatting	Lesson
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Code

Standard

- 1.b. Create original works as a means of personal or group expression.
- 3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- 3.d. Process data and report results.
- 4.c. Collect and analyze data to identify solutions and/or make informed decisions.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

	Class Pets Spreadsheet	Journal
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Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 1.b. Create original works as a means of personal or group expression.
- 1.c. Use models and simulations to explore complex systems and issues.
- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 3.a. Plan strategies to guide inquiry.
- 3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- 3.d. Process data and report results.
- 4.b. Plan and manage activities to develop a solution or complete a project.
- 4.c. Collect and analyze data to identify solutions and/or make informed decisions.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

	Classroom Measurements	Journal
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Code

Standard

- |      |   |
|------|---|
| 1.b. | Create original works as a means of personal or group expression.   |
| 3.b. | Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. |
| 3.d. | Process data and report results.  |
| 4.c. | Collect and analyze data to identify solutions and/or make informed decisions.                                      |
| 6.a. | Understand and use technology systems.  |
| 6.b. | Select and use applications effectively and productively.   |

Coin Toss Probability

Journal

Code

Standard

- |      |   |
|------|---|
| 1.b. | Create original works as a means of personal or group expression.   |
| 3.b. | Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. |
| 3.d. | Process data and report results.  |
| 4.c. | Collect and analyze data to identify solutions and/or make informed decisions.                                      |
| 5.b. | Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.        |
| 6.a. | Understand and use technology systems.  |
| 6.b. | Select and use applications effectively and productively.   |

Columns and Rows

Lesson

Code

Standard

- |      |  |
|------|--|
| 1.a. | Apply existing knowledge to generate new ideas, products, or processes.  |
| 1.b. | Create original works as a means of personal or group expression.  |
| 1.c. | Use models and simulations to explore complex systems and issues.  |
| 2.a. | Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media. |
| 2.b. | Communicate information and ideas effectively to multiple audiences using a variety of media and formats.                |
| 3.a. | Plan strategies to guide inquiry.  |
| 3.b. | Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.      |
| 3.d. | Process data and report results.   |
| 4.b. | Plan and manage activities to develop a solution or complete a project.  |
| 4.c. | Collect and analyze data to identify solutions and/or make informed decisions.   |



5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Composing Slides

Lesson

Code

Standard

1.b. Create original works as a means of personal or group expression.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

4.b. Plan and manage activities to develop a solution or complete a project.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Computer Basics Unit Quiz

Quiz

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.c. Use models and simulations to explore complex systems and issues.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Computer Compatibility

Journal

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.c. Use models and simulations to explore complex systems and issues.

6.a. Understand and use technology systems.

6.c. Troubleshoot systems and applications.

Computer Navigation Unit Quiz

Quiz

Code

Standard

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

	Computer Parts Memory	Journal
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Code

Standard

- |      |  |
|------|--|
| 1.a. | Apply existing knowledge to generate new ideas, products, or processes.                                      |
| 5.a. | Advocate and practice safe, legal, and responsible use of information and technology.                        |
| 5.b. | Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. |
| 6.a. | Understand and use technology systems.   |
| 6.b. | Select and use applications effectively and productively.  |

	Computer Rules Sign	Journal
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Code

Standard

- |      |  |
|------|--|
| 1.a. | Apply existing knowledge to generate new ideas, products, or processes.  |
| 1.b. | Create original works as a means of personal or group expression.  |
| 2.a. | Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media. |
| 2.b. | Communicate information and ideas effectively to multiple audiences using a variety of media and formats.                |
| 5.a. | Advocate and practice safe, legal, and responsible use of information and technology.                                    |
| 5.b. | Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.             |
| 6.a. | Understand and use technology systems.   |
| 6.b. | Select and use applications effectively and productively.  |

	Computer Rules Skit	Journal
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Code

Standard

- |      |   |
|------|---|
| 1.a. | Apply existing knowledge to generate new ideas, products, or processes.               |
| 1.c. | Use models and simulations to explore complex systems and issues.                     |
| 5.a. | Advocate and practice safe, legal, and responsible use of information and technology. |
| 6.a. | Understand and use technology systems.  |
| 6.b. | Select and use applications effectively and productively.                             |

	Correcting Hyphenation	Journal
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Code

Standard

- |      |   |
|------|---|
| 1.a. | Apply existing knowledge to generate new ideas, products, or processes. |
| 1.b. | Create original works as a means of personal or group expression.       |

- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

Correcting Words

Journal

Code

Standard

- 1.b. Create original works as a means of personal or group expression.
- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

Creating a Newsletter

Journal

Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 1.b. Create original works as a means of personal or group expression.
- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 2.d. Contribute to project teams to produce original works or solve problems.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.

6.b.	Select and use applications effectively and productively.	
	Creating a Portfolio	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Creating and Organizing Content	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Creating Documents	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and	

	technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Cumulative Story	Journal
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<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.d.	Contribute to project teams to produce original works or solve problems.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Cursor, Arrows, and Tab	Lesson
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<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

	Cut It Out! Save the Environment	Journal
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<b>Code</b>	<b>Standard</b>
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

	Cyber Bullying for Grades 3 - 5	Lesson
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Code	Standard
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.d.	Exhibit leadership for digital citizenship.

Data and Database Basics Unit Quiz	Quiz
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Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Data Storage	Lesson
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Code	Standard
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Data Storage Match	Journal
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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Databases: Data Classification	Lesson
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Code	Standard
2.d.	Contribute to project teams to produce original works or solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.

4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Databases: Data Classification Journal	Journal
<b>Code</b>	<b>Standard</b>	

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Search and Filter	Lesson
<b>Code</b>	<b>Standard</b>	

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Search and Filter Journal	Journal
<b>Code</b>	<b>Standard</b>	

1.c.	Use models and simulations to explore complex systems and issues.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	

	Databases: Sort and Filter	Lesson
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Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.

6.b.	Select and use applications effectively and productively.
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	Databases: Sort and Filter Journal	Journal
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Code	Standard
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Databases: Tables, Records, and Fields	Lesson
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Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Databases: Tables, Records, and Fields Journal	Journal
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Code	Standard
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.



3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Designing a Visual Map		Journal
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Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Desktop		Lesson
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Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
6.d.	Transfer current knowledge to learning of new technologies.
	Desktop Publishing Lesson
<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Devices and Compatibility Discussion
<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Digital Collaboration Lesson
<b>Code</b>	<b>Standard</b>
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Drawing a Vehicle	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Drill 1	Game
<b>Code</b>	<b>Standard</b>	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Email Basics Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Email the President	Journal
<b>Code</b>	<b>Standard</b>	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Enhancing Slides	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Ethnic Foods Survey	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	

1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Evaluating and Presenting

Lesson

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Examining Content

Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
3.a.	Plan strategies to guide inquiry.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.
4.a.	Identify and define authentic problems and significant questions for investigation.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

F G H I J

Lesson

Code

Standard

3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.

Family Spreadsheet

Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.a.	Plan strategies to guide inquiry.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.

6.b.	Select and use applications effectively and productively.	
	Finding Information	Discussion
<b>Code</b>	<b>Standard</b>	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
	Following Computer Rules	Journal
<b>Code</b>	<b>Standard</b>	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Formats and Outlining	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Formatting a Poem	Journal
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Formatting Biographies

Journal

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Formatting Text

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Good Citizenship Digital Video

Journal

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.



2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Grammar Safari	Journal
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Graphing in Spreadsheets Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Graphing Weather	Journal

Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Group Story	Journal
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Code	Standard
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Grouping and Labeling	Lesson
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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Guidebook Journal
<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Habitat Presentation Journal
<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology

	systems.	
6.b.	Select and use applications effectively and productively.	
	Historic Communities	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Home Row	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	How to Create a Bubble Map in Kidspiration	Web Link
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
6.a.	Understand and use technology systems.	
	How Would You Feel?	Journal
Code	Standard	

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

Hyphenating Words

Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

I Belong To Many Groups

Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Idea Webs	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Identifying Computer Devices	Journal
<b>Code</b>	<b>Standard</b>	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Identity Theft Discussion for Grades 3-5	Discussion
<b>Code</b>	<b>Standard</b>	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	Inappropriate Content Discussion	Discussion
<b>Code</b>	<b>Standard</b>	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	

6.b.	Select and use applications effectively and productively.	
	Jazz Instruments Presentation	Journal

Code Standard

1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

K L M N O Lesson

Code Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

Keyboarding Test Level 1 Journal

Code Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.

Keyboarding Test Level 2 Journal

Code Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology

systems.

Keyword Searches

Lesson

Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 3.d. Process data and report results.
- 4.c. Collect and analyze data to identify solutions and/or make informed decisions.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

Lab Rules Sign

Journal

Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 5.d. Exhibit leadership for digital citizenship.
- 6.a. Understand and use technology systems.

Life Slideshow Booklet

Journal

Code

Standard

- 1.b. Create original works as a means of personal or group expression.
- 1.c. Use models and simulations to explore complex systems and issues.
- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 4.b. Plan and manage activities to develop a solution or complete a project.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.



Line Graphs		Lesson
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Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems
6.b.	Select and use applications effectively and productively.

Lower Row		Lesson
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Code	Standard
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems

Making a Schedule		Journal
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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems
6.b.	Select and use applications effectively and productively.

	Math Video	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	

	Measuring Matter	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	

Netiquette and Cyber Bullying Discussion		Discussion
<b>Code</b>	<b>Standard</b>	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
Netiquette Discussion		Discussion
<b>Code</b>	<b>Standard</b>	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
Network Basics		Lesson
<b>Code</b>	<b>Standard</b>	
1.c.	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
Number Row		Lesson
<b>Code</b>	<b>Standard</b>	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
Numbers		Lesson
<b>Code</b>	<b>Standard</b>	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	

6.a.	Understand and use technology systems.		
	Open Communication Discussion for Grades K - 2		Discussion
<b>Code</b>	<b>Standard</b>		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
	Our Community		Journal
<b>Code</b>	<b>Standard</b>		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
1.b.	Create original works as a means of personal or group expression.		
1.c.	Use models and simulations to explore complex systems and issues.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	P Q R S T		Lesson
<b>Code</b>	<b>Standard</b>		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
	Page Layout		Lesson
<b>Code</b>	<b>Standard</b>		
1.b.	Create original works as a means of personal or group expression.		

2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
Parts of a Spreadsheet <span style="float: right;">Lesson</span>	
<b>Code</b>	<b>Standard</b>
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
Personal Flag <span style="float: right;">Journal</span>	
<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Pie Charts		Lesson
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
Poem Creation and Design		Journal
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
Portrait of Myself		Journal
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
Prescriptive Keyboarding (3-5)		Lesson
<b>Code</b>	<b>Standard</b>	
5.c.	Demonstrate personal responsibility for lifelong learning.	
Presentation Basics Quiz		Quiz
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of	

	media and formats.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Printer	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.c.	Troubleshoot systems and applications.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Problem-Solution Presentation	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Processor and I/O Devices	Lesson
<b>Code</b>	<b>Standard</b>	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Proofreading and Correcting 1	Game
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	

- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

Proofreading and Editing

Lesson

Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 1.b. Create original works as a means of personal or group expression.
- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

Reading Visual Maps

Journal

Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 1.b. Create original works as a means of personal or group expression.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- 3.d. Process data and report results.
- 4.c. Collect and analyze data to identify solutions and/or make informed decisions.
- 5.a. Advocate and practice safe, legal, and responsible use of information and



technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Research and Evaluation

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3.a. Plan strategies to guide inquiry.

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

3.c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

3.d. Process data and report results.

4.b. Plan and manage activities to develop a solution or complete a project.

4.c. Collect and analyze data to identify solutions and/or make informed decisions.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Responding to Email Messages

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

2.c. Develop cultural understanding and global awareness by engaging with learners of other cultures.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Revising and Formatting

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Ride Across America

Journal

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Safe Site Strategies Discussion

Discussion

Code

Standard

1.c. Use models and simulations to explore complex systems and issues.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a.	Understand and use technology systems.	
	Safekeeping Personal Information Discussion	Discussion
<b>Code</b>	<b>Standard</b>	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Scanner	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Select, Drag, and Double-click	Lesson
<b>Code</b>	<b>Standard</b>	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Sending Email Messages	Lesson
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of	

	media and formats.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Shapes and Fills	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Shift and Symbols	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Shift Key	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	

	Smart Alert! Cyber Bullying Guide	Journal
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Code	Standard
1.b.	Create original works as a means of personal or group expression.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.d.	Exhibit leadership for digital citizenship.

	Software	Lesson
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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Sorting Sets	Journal
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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology

	systems.	
6.b.	Select and use applications effectively and productively.	
	Sourcing and Ethics	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Spreadsheet Basics Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Student Information Spreadsheet	Journal
<b>Code</b>	<b>Standard</b>	

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Symbols of Technology <span style="float: right;">Lesson</span>
<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
6.d.	Transfer current knowledge to learning of new technologies.
	Tables and Data <span style="float: right;">Lesson</span>
<b>Code</b>	<b>Standard</b>
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.a.	Plan strategies to guide inquiry.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.

4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Technology Devices <span style="float: right;">Journal</span>

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.d.	Transfer current knowledge to learning of new technologies.
	Texting Safety Discussion <span style="float: right;">Discussion</span>

Code

Standard

2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
	Toolbars and Menus <span style="float: right;">Lesson</span>

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.



6.b.	Select and use applications effectively and productively.	
	Touch Keyboarding	Discussion
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Tourism Guide	Journal
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Traveling to School	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	

3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Typing Numbers	Journal
<b>Code</b>	<b>Standard</b>	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	U V W X Y Z	Lesson
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Upper Row	Lesson
<b>Code</b>	<b>Standard</b>	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Visual Mapping Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	

1.c.	Use models and simulations to explore complex systems and issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

### Water Cycle

Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

### Web Browsing Basics Unit Quiz

Quiz

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of

	media and formats.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Web Page Design	Journal
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Weekly Reading Graph	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and	

	technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Windows and Controls	Lesson
<b>Code</b>	<b>Standard</b>	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Word Division Level 1	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Word Division Level 2	Journal
<b>Code</b>	<b>Standard</b>	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	

	Word Division Level 3	Journal
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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Word Problems	Journal
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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Word Processing Basics Unit Quiz	Quiz
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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Word Processing Unit Quiz		Quiz
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<b>Code</b>	<b>Standard</b>
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1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

6.b.	Select and use applications effectively and productively.
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Words, Spaces, and Enter		Lesson
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<b>Code</b>	<b>Standard</b>
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1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Working Online		Discussion
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<b>Code</b>	<b>Standard</b>
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1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.

- 
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
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- 5.d. Exhibit leadership for digital citizenship.
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## GRADE 2

	Animal Research Spreadsheet	Journal
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Attributes and Linking	Lesson
<b>Code</b>	<b>Standard</b>	
RL.2.5	Describe the overall structure of a story, including describing how the beginning introduces the story and the ending concludes the action.	
2.MD.10	Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph.	
	Bar Graphs	Lesson
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Basic Design	Discussion
<b>Code</b>	<b>Standard</b>	
SL.2.1.a	Follow agreed-upon rules for discussions (e.g., gaining the floor in respectful ways, listening to others with care, speaking one at a time about the topics and texts under discussion).	
SL.2.1.b	Build on others' talk in conversations by linking their comments to the remarks of others.	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Brushes and Lines	Lesson
<b>Code</b>	<b>Standard</b>	
SL.2.5	Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings.	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Computer Parts Memory	Journal
<b>Code</b>	<b>Standard</b>	

L.2.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts, including using adjectives and adverbs to describe (e.g., When other kids are happy that makes me happy).	
RI.2.4	Determine the meaning of words and phrases in a text relevant to a grade 2 topic or subject area.	
	Correcting Words	Journal
<b>Code</b>	<b>Standard</b>	
W.2.5	With guidance and support from adults and peers, focus on a topic and strengthen writing as needed by revising and editing.	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Creating Documents	Lesson
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Data Storage	Lesson
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
2.G.1	Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.	
	Data Storage Bingo	Journal
<b>Code</b>	<b>Standard</b>	
L.2.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts, including using adjectives and adverbs to describe (e.g., When other kids are happy that makes me happy).	
RI.2.4	Determine the meaning of words and phrases in a text relevant to a grade 2 topic or subject area.	
	Designing a Visual Map	Journal
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Desktop	Lesson
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Formats and Outlining	Lesson

<b>Code</b>	<b>Standard</b>
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Formatting Text Lesson
<b>Code</b>	<b>Standard</b>
RF.2.3.a	Distinguish long and short vowels when reading regularly spelled one-syllable words.
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Grammar Safari Journal
<b>Code</b>	<b>Standard</b>
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Group Story Journal
<b>Code</b>	<b>Standard</b>
L.2.1.f	Produce, expand, and rearrange complete simple and compound sentences (e.g., The boy watched the movie; The little boy watched the movie; The action movie was watched by the little boy).
W.2.3	Write narratives in which they recount a well-elaborated event or short sequence of events, include details to describe actions, thoughts, and feelings, use temporal words to signal event order, and provide a sense of closure.
W.2.5	With guidance and support from adults and peers, focus on a topic and strengthen writing as needed by revising and editing.
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Hyphenating Words Journal
<b>Code</b>	<b>Standard</b>
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Idea Webs Lesson
<b>Code</b>	<b>Standard</b>
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Keyboarding Test Level 1 Journal
<b>Code</b>	<b>Standard</b>
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Line Graphs Lesson

<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Math Video	Journal
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Parts of a Spreadsheet	Lesson
<b>Code</b>	<b>Standard</b>	
2.MD.9	Generate measurement data by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. Show the measurements by making a line plot, where the horizontal scale is marked off in whole-number units.	
	Personal Flag	Journal
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Pie Charts	Lesson
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Poem Creation and Design	Journal
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Portrait of Myself	Journal
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Printer	Lesson
<b>Code</b>	<b>Standard</b>	
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Processor and I/O Devices	Lesson
<b>Code</b>	<b>Standard</b>	
RI.2.4	Determine the meaning of words and phrases in a text relevant to a grade 2 topic or subject area.	

RI.2.7	Explain how specific images (e.g., a diagram showing how a machine works) contribute to and clarify a text.
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Ride Across America Journal
<b>Code</b>	<b>Standard</b>
W.2.2	Write informative/explanatory texts in which they introduce a topic, use facts and definitions to develop points, and provide a concluding statement or section.
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
W.2.8	Recall information from experiences or gather information from provided sources to answer a question.
	Scanner Lesson
<b>Code</b>	<b>Standard</b>
L.2.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts, including using adjectives and adverbs to describe (e.g., When other kids are happy that makes me happy).
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Shapes and Fills Lesson
<b>Code</b>	<b>Standard</b>
SL.2.5	Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings.
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
2.G.1	Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes.
	Software Lesson
<b>Code</b>	<b>Standard</b>
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Student Information Spreadsheet Journal
<b>Code</b>	<b>Standard</b>
W.2.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
W.2.8	Recall information from experiences or gather information from provided sources to answer a question.

	Toolbars and Menus	Lesson
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Code

Standard

W.2.6

With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.

	Windows and Controls	Lesson
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Code

Standard

W.2.6

With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.

	Word Division Level 1	Journal
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Code

Standard